SEGA®

SEGA FLIPPER™

HOW TO PLAY

For 1 or 2 players

This game enables you through split second timing and excellent ball shooting strength control to rhythmically pursue your way around the playfield with extra balls being your reward for the high skill you display.

SEGA FLIPPER™

BEFORE YOU START....

1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.

2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.

3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.

4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1." When two players play the game, connect it with "JOY 2." also.

5. **KEYBOARD:** Refer to the drawing.

6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

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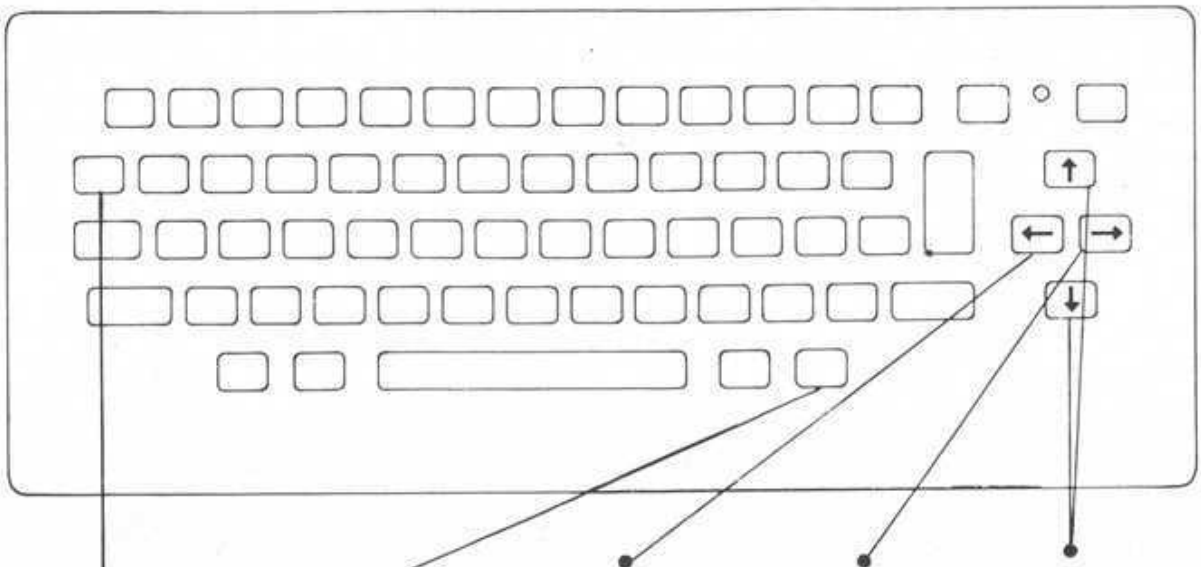
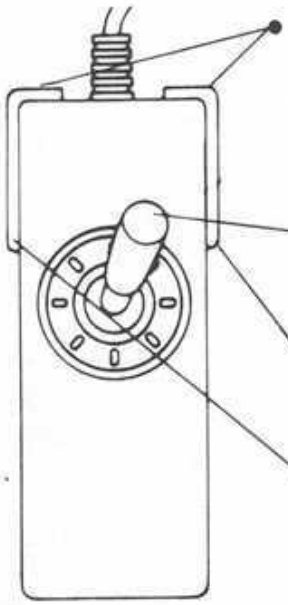
When playing by using the KEYBOARD (SC-3000)



START BUTTON
for 2 players

START BUTTON
for 1 player

SHOOT BUTTON
(either one is usable.)



When playing by the JOYSTICK

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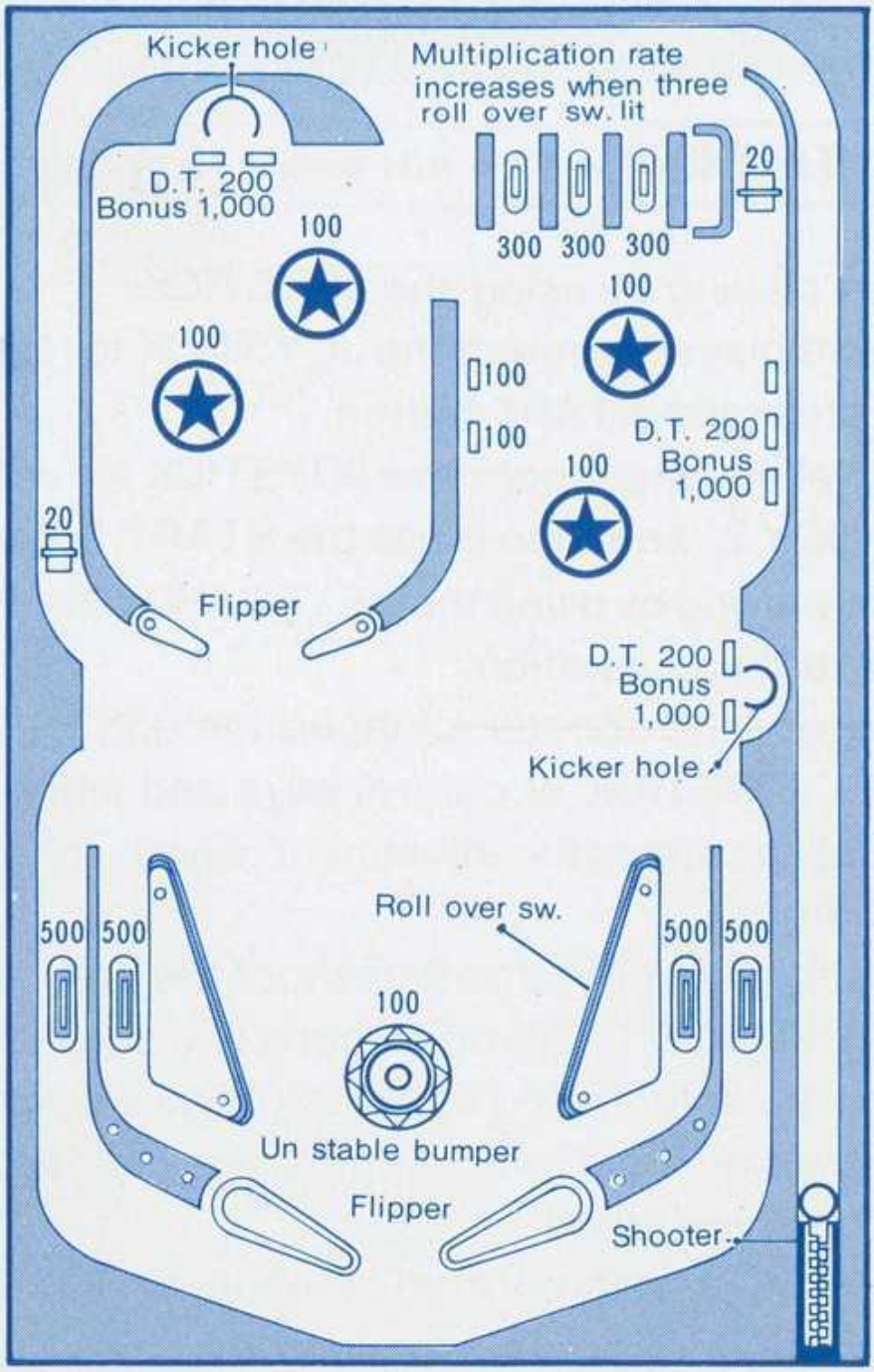
How To Play

* When playing by using the JOYSTICK.
  For one player, connect the JOYSTICK to "JOY 1" and press the START button.
  For 2 players, connect the JOYSTICK to "JOY 1" and "JOY 2" and then press the START button.
* When playing by using the KEYBOARD (SC-3000), refer to the illustration.
* Maneuver the shooter (plunger) through the use of the JOYSTICK or control keys and make the necessary strength adjustment when shooting the ball.
* Press the flipper button and shoot the ball.
* When all the D.T.'s (drop targets) of a same color group are deleted you earn 1,000 bonus points.
* When all of the 7 drop targets are deleted, an extra ball is earned.
* When you pass through all of the three 300 point gates the bonus multiplication rate increases.
* When the ball enters the K.H. (kicker hole), score is based on the bonus points x the multiplication rate.
* When all 5 balls have been used game play will be over.

‹SCORE›



CAUTION:

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c SEGA 1983

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